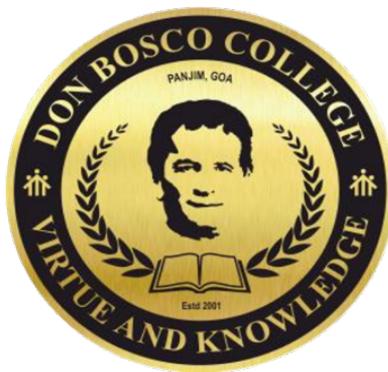


groWorthyLife

"Be Productive and Build Yourself"

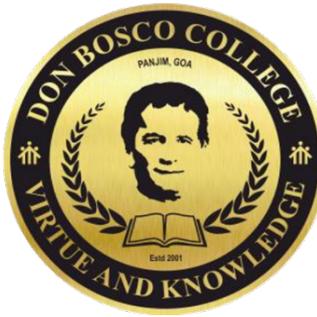


**A PROJECT REPORT SUBMITTED TO GOA UNIVERSITY
IN PARTIAL FULFILMENT OF THE REQUIREMENT
FOR THE DEGREE OF BCA
(2022-2023)**

BY:

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Ms.Shreesha PJ	Mr. Rohan Kerkar	Dr. Cedric Silveira
(Internal Guide)	(Project Coordinator)	(Principal)



DBSHEP's
Don Bosco College, Panaji
Affiliated to Goa University

CERTIFICATE

This is to certify that a project on "**groWorthyLife : Be Productive and Build Yourself**" has been successfully completed by

**Arunoi Fernandes
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Ralina G Soares
Shreyash Palekar
Shubham Waghmare
Vishal Jha**

Studying in **T.Y.B.C.A** during the academic year 2022-2023.

The project has been carried out under the supervision of the Internal Guide.

Ms. Shreesha PJ

(Internal Guide)

Mr. Rohan Kerkar

(Project Coordinator)

Dr. Cedric Silveira

(Principal)

(External Examiner)

Place: Panaji, Goa

Date:

DECLARATION OF CANDIDATES

We declare that this project titled “groWorthyLife” a platform that efficiently manages game time and study time, has been prepared by us and has not been formed for any reward, diploma or any other degree in Goa University or elsewhere.

SEAT NO.	NAME	SIGNATURE
	Arunoi Fernandes	
	Jonathan Demelo	
	Meenakshi Mudraj	
	Om Naik	
	Ralina G Soares	
	Shreyash Palekar	
	Shubham Waghmare	
	Vishal Jha	

ACKNOWLEDGEMENT

It gives us immense pleasure to present “groWorthylife : Be Productive & Build Yourself” – A platform to efficiently manage study time with game time..

We take this opportunity to extend our sincere gratitude to Ms. Shreesha PJ, our Internal Guide, Mr. Rohan Kerkar, our project coordinator and all the faculty members of computer applications department for their valuable guidance and encouragement throughout the project.

We would also like to render our sincere thanks to our principal Dr. Cedric Silveira and college staff for their interest shown towards our project.

Last but not the least we would like to extend our gratitude to our parents and friends for their immeasurable guidance and encouragement whenever we needed it the most.

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INTRODUCTION

INTRODUCTION

Children are said to be the future of our generation. Our youth can bring social reform and can improve the condition of society. We cannot make do without the youth of a country. Furthermore, the nation requires their participation to achieve the goals and helps the country to progress.

We see how the development of any country requires active participation from the youth and therefore the role of youth is crucial.

But in today's society laziness and procrastination has taken a toll on youth's life which causes them not to concentrate on their studies. Some of the causes of this laziness may be getting distracted by technology, less motivation and diversion by peers. This is where [groWorthyLife](#) comes into play.

OBJECTIVE

- GroWorthylife helps students focus better for prolonged hours.
- It helps students study with full focus by balancing time productively and assisting them with their study time and break time.
- After study time they have to answer short quizzes on the basis of which they get rewarded to keep them motivated.
- The various features and non-repetitive tasks/games keep students involved and interested.

EXISTING SYSTEM

There are several apps that have games embedded in them, such as "My Talking Tom", "POU", etc, where you nurture a pet while playing games. There also are games that have the productivity aspect like "Forest" where you can grow trees using time.

If we go around then we can find many websites offering notes and question banks to the students like Vedantu, Innovative gyan and many more that helps as a supplement of learning for them and helps them the most during their exam period. GroWorthylife provides a platform to get access to all the above mentioned supplements but not in a way where student feels it like a task, instead by adding the gaming section to the website, students can be more enthusiastic to complete the task and be more productive with their learning.

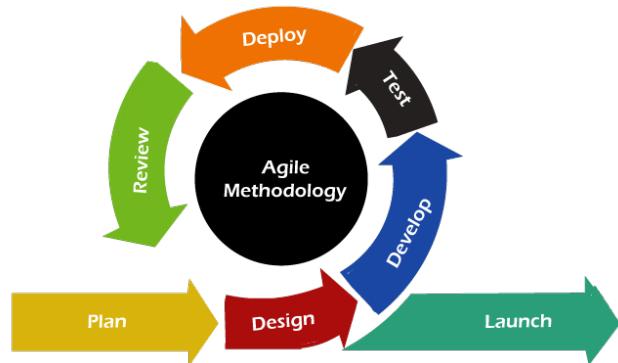
PROPOSED SYSTEM

In groWorthylife we provide a knowledge foster website to the users where they can play games to earn & utilise rewards which is just one part of the website. In groworthylife the users can gain access to notes and study materials where hence further they can answer quiz to get rewards on growing their levels of Avatar. Our system combines both the aspects of gaming and productivity to make studying both fun and efficient.

In groworthylife users upgrade depending on their performance, earn achievements and track their productivity over time, so they will know how long they have worked and during which days of the week and hours of the day they are at the most productive period of their time schedule. The Quiz based on their learning enhances the skills and makes the user more focused on academics aspects too.

SDLC TO BE UTILISED

Agile SDLC model is a combination of iterative and incremental process models with focus on process adaptability and customer satisfaction by rapid delivery of working software products. Agile Methods break the product into small incremental builds. These builds are provided in iterations.



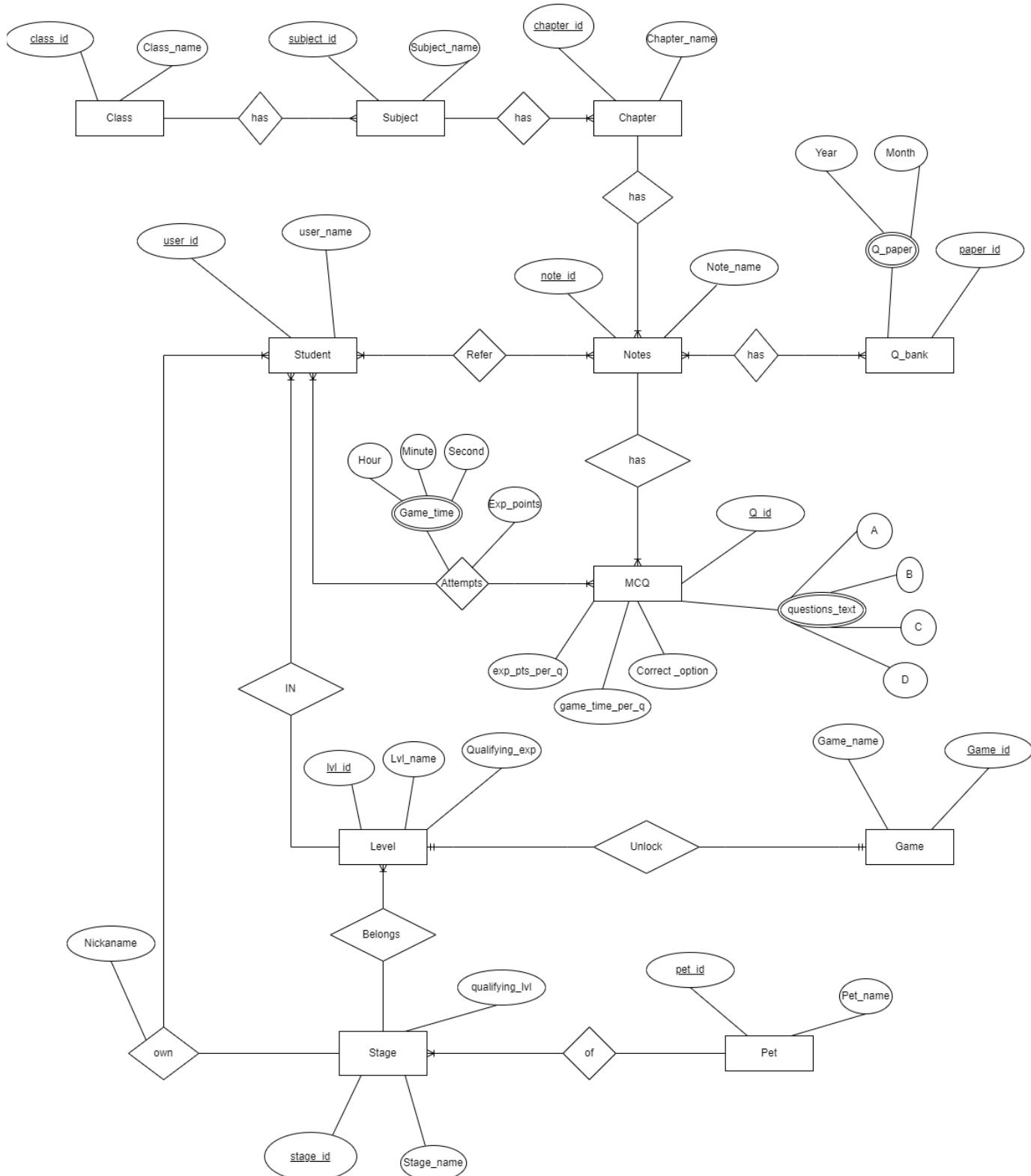
Advantages

- Frequent Inspection
- Face-to-Face Communication with clients.
- Efficient design and fulfils the business requirement.
- Anytime changes are acceptable.
- It reduces total development time.
- Preferable for small teams

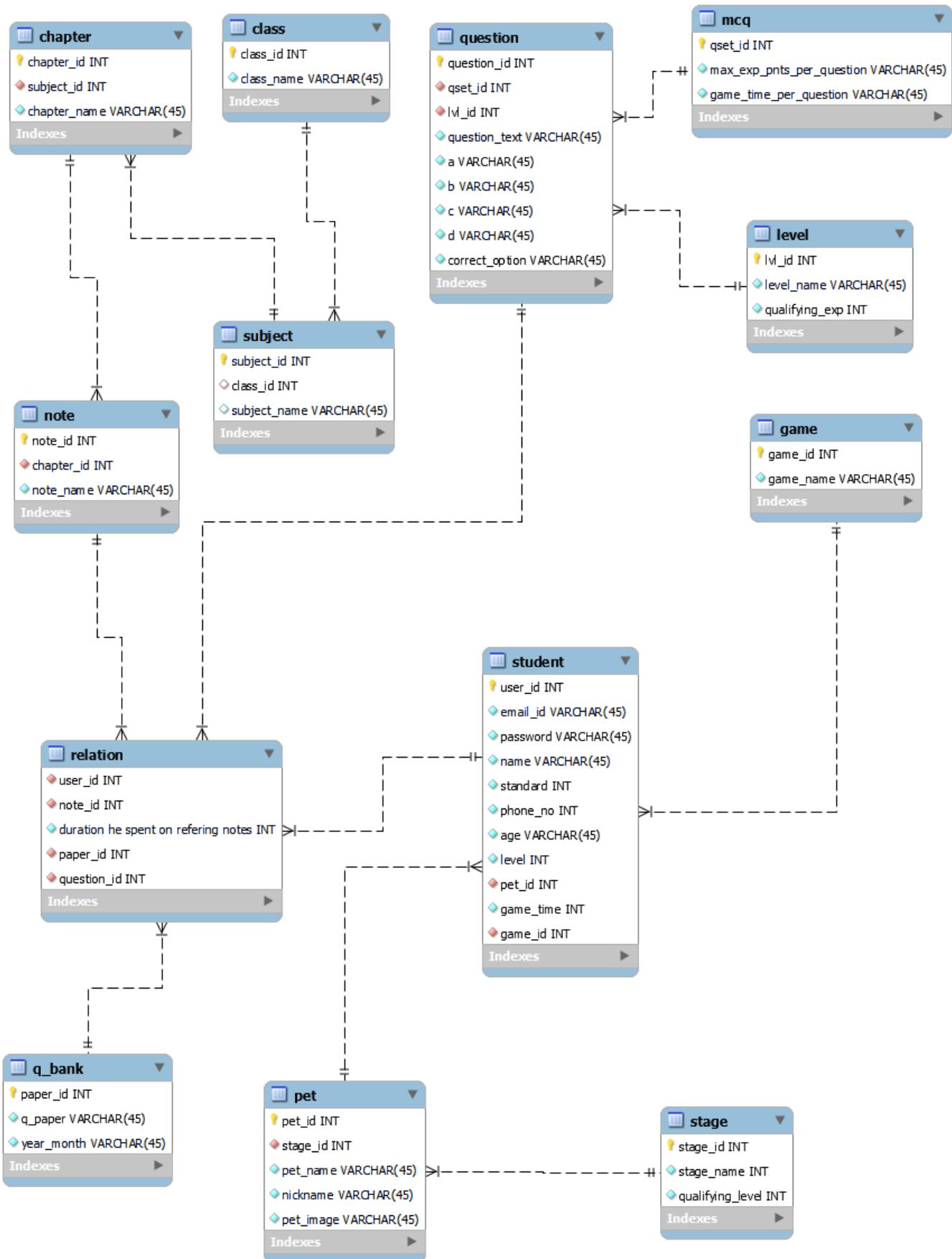
Disadvantages

- Due to the shortage of formal documents, it creates confusion and crucial decisions taken throughout various phases can be misinterpreted at any time by different team members.
- Because of ever-involving features, there is always a risk of the ever-lasting project

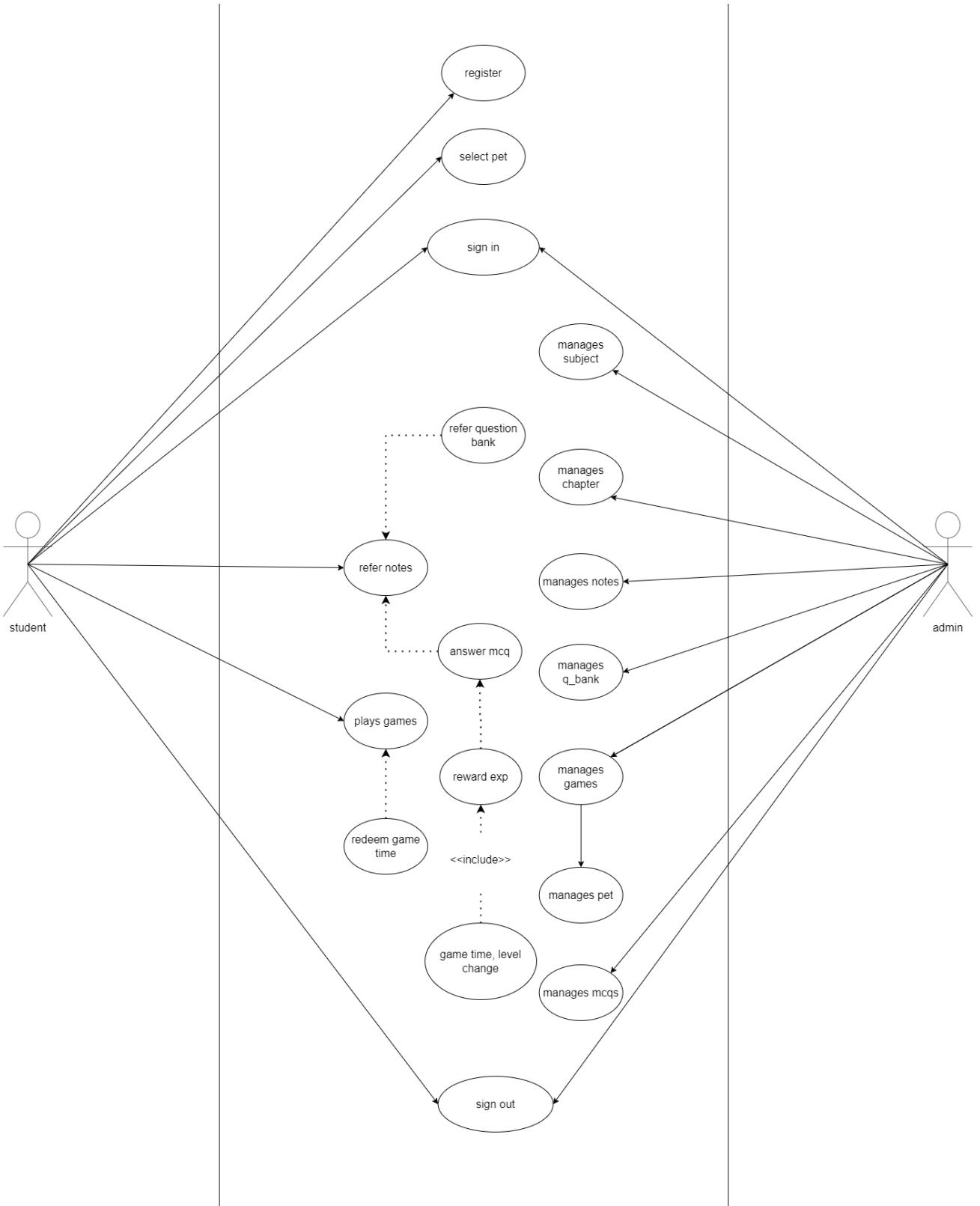
ENTITY
RELATIONSHIP
DIAGRAM



CLASS DIAGRAM

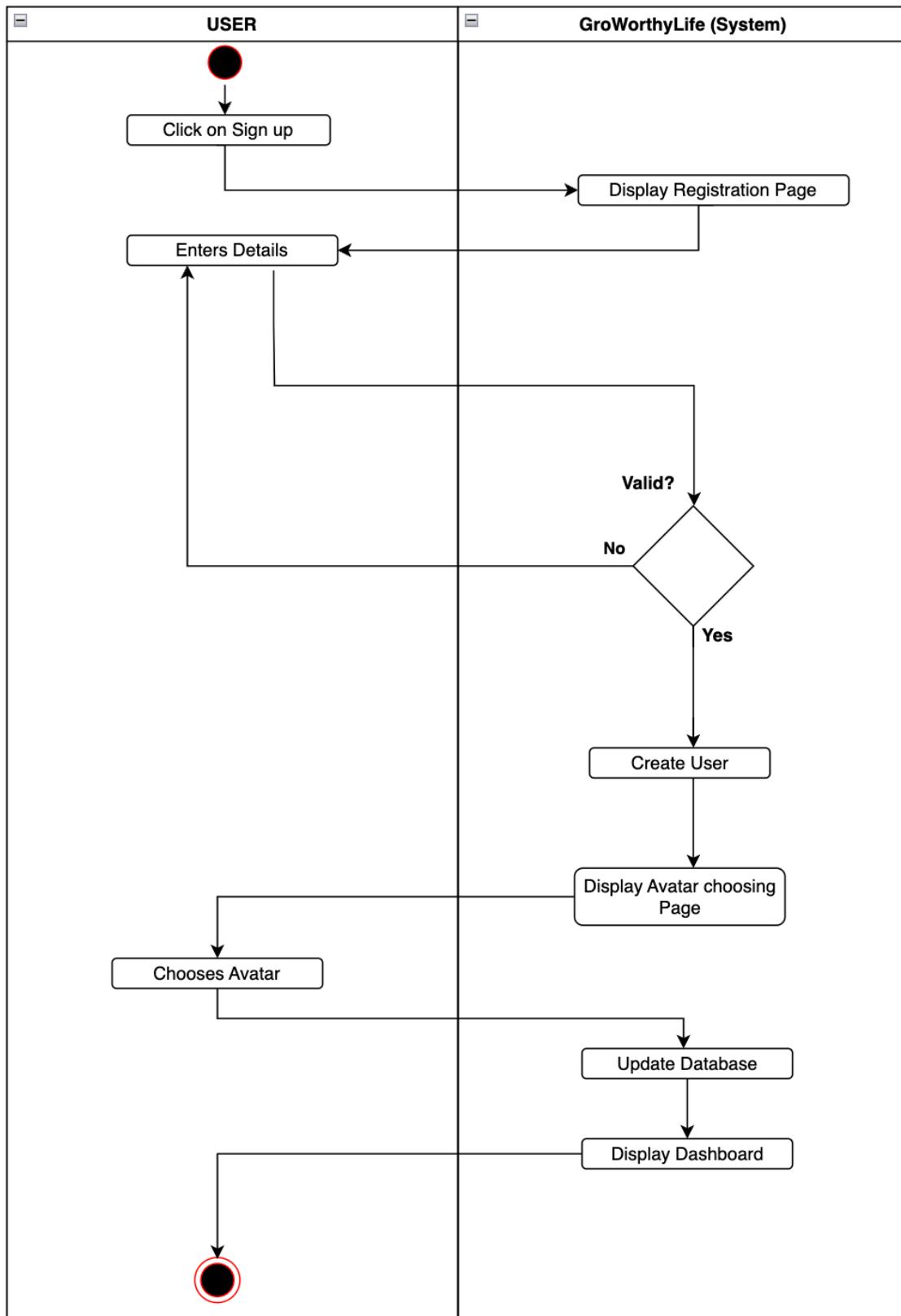


USE CASE DIAGRAM

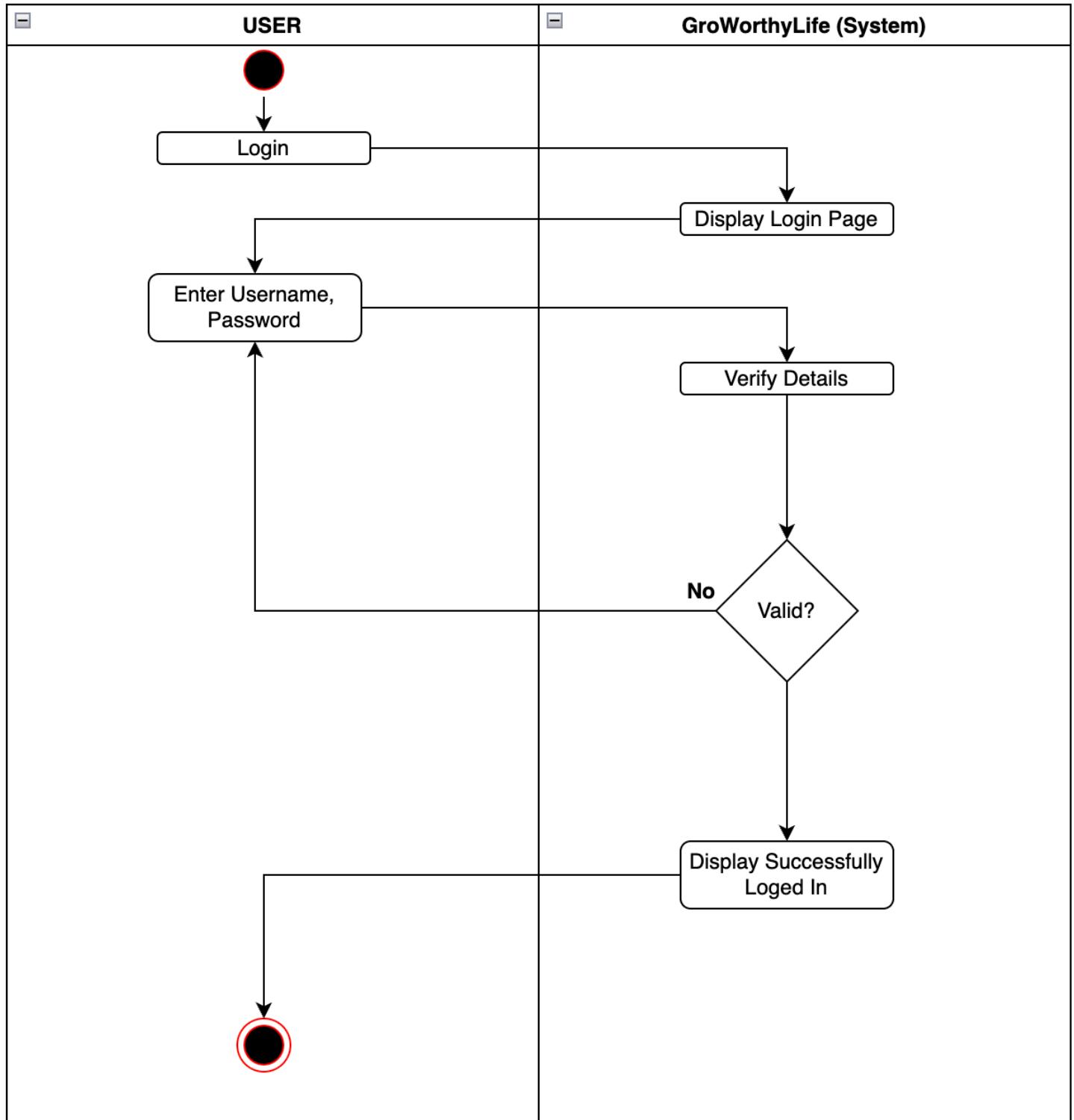


ACTIVITY DIAGRAM

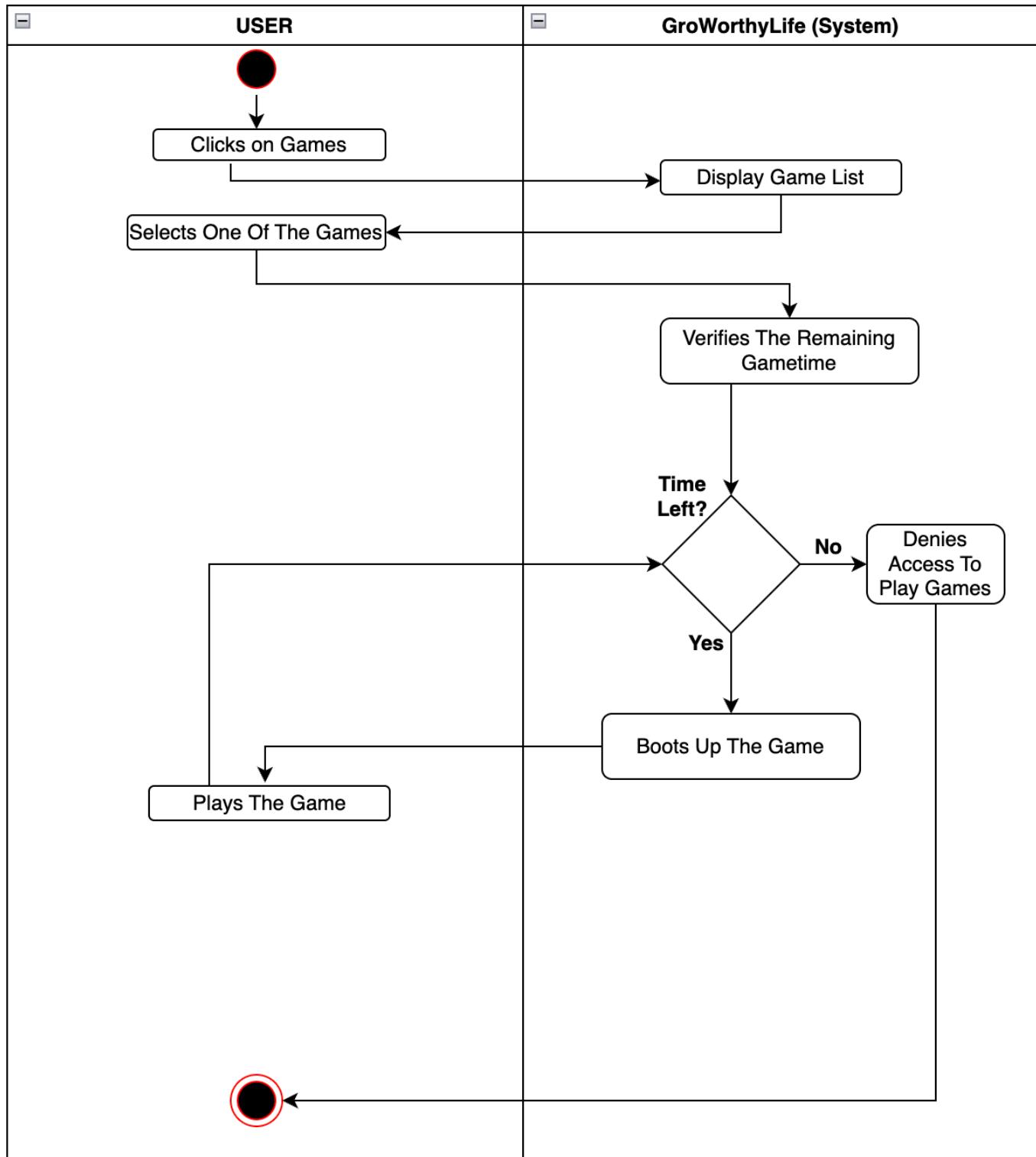
Registration Form



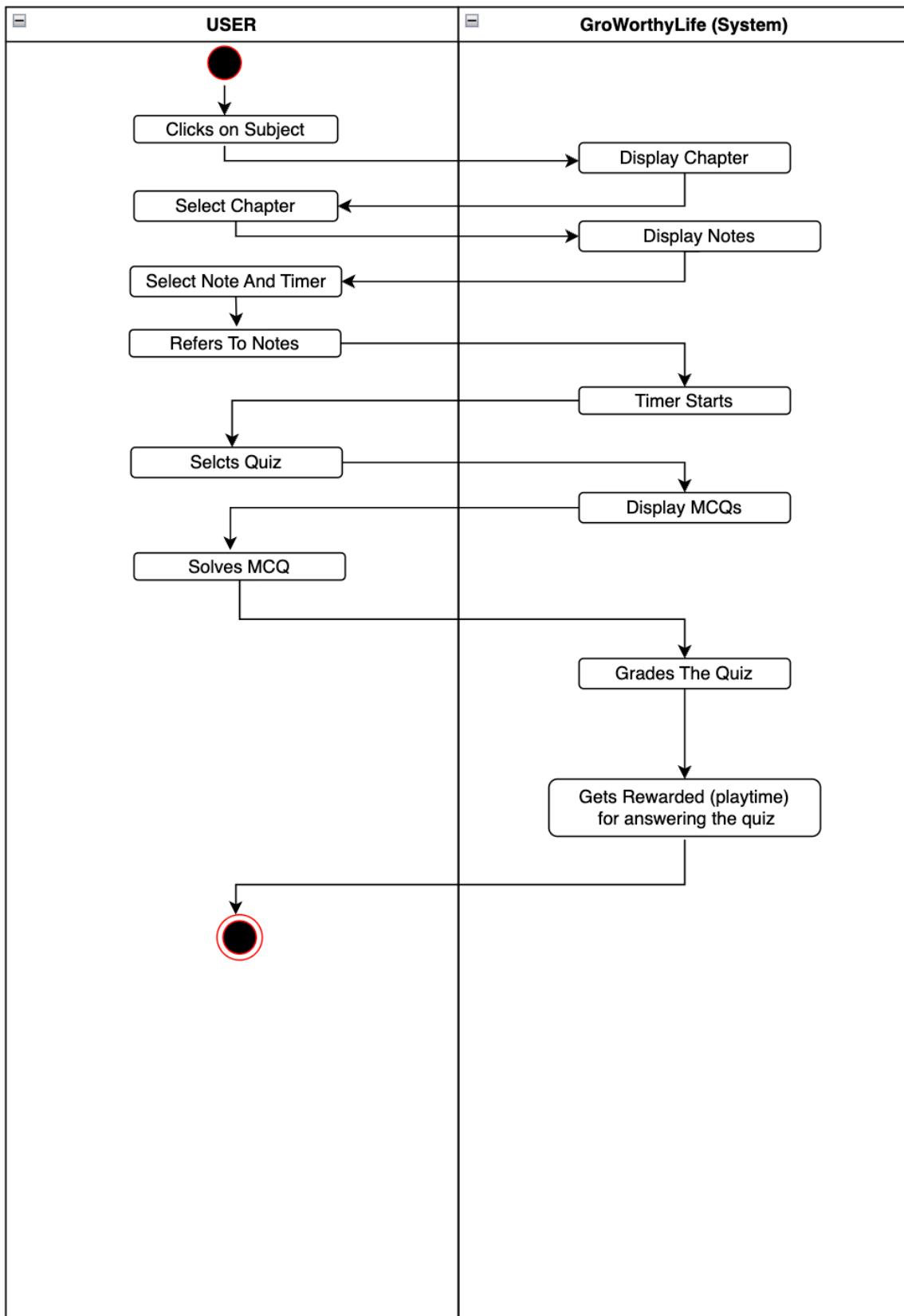
LOGIN PAGE



PLAYING GAMES



STUDYING & ANSWERING QUIZ



DATABASE DESIGN

DATABASE NAME: DBTEST

Table name: class

Primary key: Class_id

Description: this table stores class information

ATTRIBUTE	DATA TYPE	DESCRIPTION	CONSTRAINTS
<u>Class_id</u>	INT	Id of class	PRIMARY KEY, NOT NULL, AUTO_INCREMENT
Class_name	VARCHAR(45)	name of class	NOT NULL

Table name: subject

Description: This table stores subject information

Primary key: Subject_id

ATTRIBUTE	DATA TYPE	DESCRIPTION	CONSTRAINTS
<u>Subject_id</u>	INT	Id of subjects	PRIMARY KEY, NOT NULL, AUTO_INCREMENT
Class_id	INT	Foreign key of table- class	Foreign_key
Subject_name	VARCHAR(45)	Name of the subject	NOT NULL

Table name: chapter

Description: this table stores chapter details

Primary key: Chapter_id

ATTRIBUTE	DATA TYPE	DESCRIPTION	CONSTRAINTS
<u>Chapter_id</u>	INT	Id of table- chapter	PRIMARY KEY, NOT NULL, AUTO_INCREMENT
Subject_id	INT	Foreign key of table-subject	Foreign_key
Chapter_name	VARCHAR(45)	Name of the chapter	NOT NULL

Table name:notes**Description:** This table stores notes details**Primary key:** Note_id

ATTRIBUTE	DATA TYPE	DESCRIPTION	CONSTRAINTS
Note_id	INT	Id of notes	PRIMARY KEY, NOT NULL, AUTO_INCREMENT
Chapter_id	INT	Foreign key of table-chapter	Foreign_key
Note_name	VARCHAR(45)	Name of the notes	NOT NULL

Table name: mcq**Description:** this table stores information about the mcqs**Primary key:** Qset_id

ATTRIBUTE	DATA TYPE	DESCRIPTION	CONSTRAINTS
Qset_id	INT	Id of the mcq	PRIMARY KEY, NOT NULL, AUTO_INCREMENT
Max_exp_pnts_per_question	VARCHAR(45)	Experience points per question	NOT NULL
Game_time_per_question	INT	How much game time each question gives	NOT NULL

Table name:level**Description:** this table stores the information of levels**Primary key:lvl_id**

Attributes	Data_type	Description	Constraints
<u>Lvl_id</u>	INT	Id of level	PRIMARY_KEY, NOT NULL, AUTO_INCREMENT
Level_name	VARCHAR(45)	Name of level	NOT NULL
Qualifying_exp	INT	Experience needed for next level	Not null

Table name:game**Primary key:Game_id****Description:** this table stores information about the games

ATTRIBUTES	DATA_TYPE	DESCRIPTION	CONSTRAINTS
<u>Game_id</u>	INT	Id of game	PRIMARY_KEY, NOT NULL, AUTO_INCREMENT
Game_name	VARCHAR(45)	Name of games	NOT NULL

Table name: stage**Primary key: Stage_id****Description:**this table stores information about the stages of the pet

ATTRIBUTES	DATA_TYPE	DESCRIPTION	CONSTRAINTS
<u>Stage_id</u>	INT	Id of stage of the pet	PRIMARY_KEY, NOT NULL,AUTO_INCREMENT
Stage_name	VARCHAR (45)	Name of the stage	NOT NULL
Qualifying_level	INT	level required to reach next stage	NOT NULL

Table name:pet**Primary key: Pet_id****Description: this table stores information about the pet**

attributes	Data_type	Description	constraints
<u>Pet_id</u>	INT	Id of pet	PRIMARY_KEY, NOT N U L L , AUTO_INCREMENT
Stage_id	INT	Foreign key of table-stage	Foreign_key
Pet_name	VARCHAR(45)	Name of the pet	NOT NULL
Nickname	VARCHAR(45)	Name the student chooses for the pet	NOT NULL
Pet_image	Varchar(45)	Image of the pet	NULL

Table name:question**Primary key:question_id****Description: this table stores the questions and options of the questions**

Attributes	Data_type	Description	Constraints
<u>Question_id</u>	INT	Id of the question	Primary_key, not n u l l , AUTO_INCREMENT
<i>Qset_id</i>	INT	Foreign key of mcq	Foreign_key,
<i>Lvl_id</i>	INT	Foreign key of level	Foreign_key,
Question_text	Varchar(200)	The question	NOT NULL
a	VARCHAR(45)	OPTION A	NOT NULL
b	VARCHAR(45)	OPTION B	NOT NULL
c	VARCHAR(45)	OPTION C	NOT NULL
d	VARCHAR(45)	OPTION D	NOT NULL
Correct_option	VARCHAR(45)	Correct option from the a, b, c, d	NOT NULL

Table name: Q_bank

Primary key: paper_id

Description: this table store the question banks

Attributes	Data_type	Description	Constraints
<u>Paper_id</u>	int	Id of the question paper	PRIMARY_KEY, NOT NULL, AUTO_INCREMENT
Q_paper	VARCHAR(60)	Name of the question paper	NOT NULL
Year_month	TIMESTAMP	Year and month of the paper	NOT NULL

Table name: relation

Composite key : User_id, Note_id, Paper_id, Question_id

Description: this table contains the references.

Attributes	Data_type	Description	Constraints
<i>User_id</i>	INT	<i>Foreign key of student</i>	<i>Foreign_key,</i>
<i>Note_id</i>	INT	<i>Foreign key of notes</i>	<i>Foreign_key,</i>
Duration he spent on REFERING NOTES	INT	HOW much time he spent referring notes	NULL
<i>Paper_id</i>	INT	<i>Foreign key of q_bank</i>	<i>Foreign_key,</i>
<i>Question_id</i>	INT	<i>Foreign key of question</i>	<i>Foreign_key,</i>

Table name: STUDENT

Primary key: login_id

Description: this table stores the info of the user

Attributes	Data_type	Description	Constraints
<u>User_id</u>	INT	ID_provided to the user	Primary key, NOT N U L L , AUTO_INCREMENT
Game_id	INT	Foreign key of table-game	FOREIGN_KEY,
Email_id	VARCHAR(100)	Email of the student	NOT NULL
Password	VARCHAR(50)	password	NOT NULL
name	VARCHAR(50)	Full name of the user	NOT NULL
standard	INT	Standard of the user	NOT NULL
Phone_no	INT	Phone no. Of the user	NOT NULL
age	VARCHAR	Age of the user	NOT NULL
<i>Level</i>	<i>INT</i>	<i>Foreign key of table-level</i>	<i>FOREIGN_KEY,</i>
<i>Pet_id</i>	<i>INT</i>	<i>Foreign key of table-pet</i>	<i>FOREIGN_KEY,</i>
<i>Game_time</i>	<i>INT</i>	<i>Game time of the student</i>	<i>NULL</i>

SOFTWARE
REQUIREMENT
SPECIFICATION

SOFTWARE REQUIREMENT TOOLS:

Software Requirements	<ul style="list-style-type: none">• Windows 10, MacOS• Web Browser (Google Chrome or safari)
IDE	<ul style="list-style-type: none">• Notepad pro ++ (for windows)• Visual Studio Code(for macOs)
Hardware Requirements	<ul style="list-style-type: none">• 4GB Ram or higher• 10 GB or higher hard disk space
Front-end	<ul style="list-style-type: none">• Javascript• CSS• HTML
Back-end	<ul style="list-style-type: none">• PHP• MySQL• Javascript

SOFTWARE REQUIREMENTS:

WEB BROWSER

A web browser commonly referred to as a browser is a software application for accessing information on the World Wide Web. Each individual web page, image and video is identified by a distinct uniform resource locator (URL), enabling browsers to retrieve and display them on the user's device.

1) GOOGLE CHROME

2) SAFARI

IDE

An integrated development environment (IDE) is a **software application that helps programmers develop software code efficiently**. It increases developer productivity by combining capabilities such as software editing, building, testing, and packaging in an easy-to-use application.

1) NOTEPAD PRO ++

2) VISUAL STUDIO CODE

HARDWARE REQUIREMENTS:

- 4GB Ram or higher
- 10 GB or higher hard disk space

FRONT-END:

- 1) JAVASCRIPT
- 2) CSS
- 3) HTML

BACK-END:

- 1) PHP
- 2) MYSQL
- 3) JAVASCRIPT

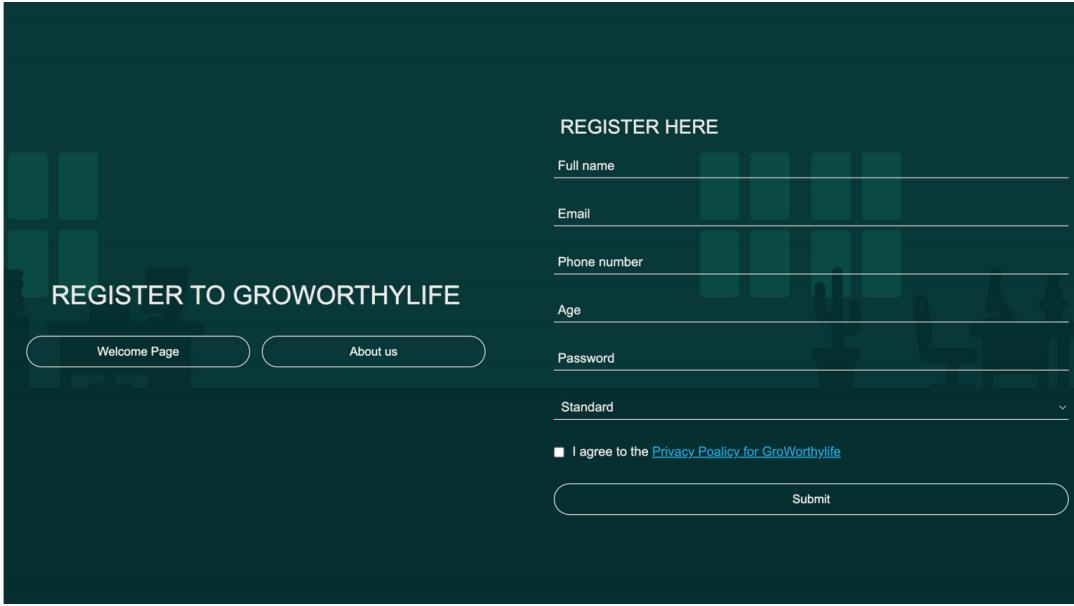
VALIDATION TEST

REPORT

Report:

- Validation is the process of evaluating a system of components during or at the end of the development process to determine whether it satisfied specific requirements. The output produced by given activity represents the goal to be satisfied by that activity hence it is necessary to have validation for each output.
- Test validation is a procedure that demonstrates that a test is job-related and correlates to on-the-job performs. So validations involved actual testing can be done after the verification is completed. Hence verification is a process evaluating a component or system to determine whether the products of given development stages satisfying the condition imposed at the start of the phase.
- Validation is the process of checking in order to check whether they are working according to the requirements or not in the validations they give preference.
- Validation is correctness of a component or system with respect to their requirements. For this purpose the validation testing is the responsibility of the tester and all the tests done in the box testing will be treated as validation tests.

REGISTRATION FORM



The image shows a registration form for "GroWorthyLife". The background is dark with a faint, stylized illustration of people in an office environment. At the top left, there is a large, semi-transparent button with rounded corners containing the text "REGISTER TO GROWERTHYLIFE". Below this button, there are two smaller, rounded buttons: one labeled "Welcome Page" and another labeled "About us". On the right side of the page, there is a registration form titled "REGISTER HERE". The form includes fields for "Full name", "Email", "Phone number", "Age", and "Password". There is also a dropdown menu set to "Standard". A checkbox labeled "I agree to the [Privacy Policy for GroWorthylife](#)" is present, followed by a "Submit" button.

REGISTER HERE

Full name

Email

Phone number

Age

Password

Standard

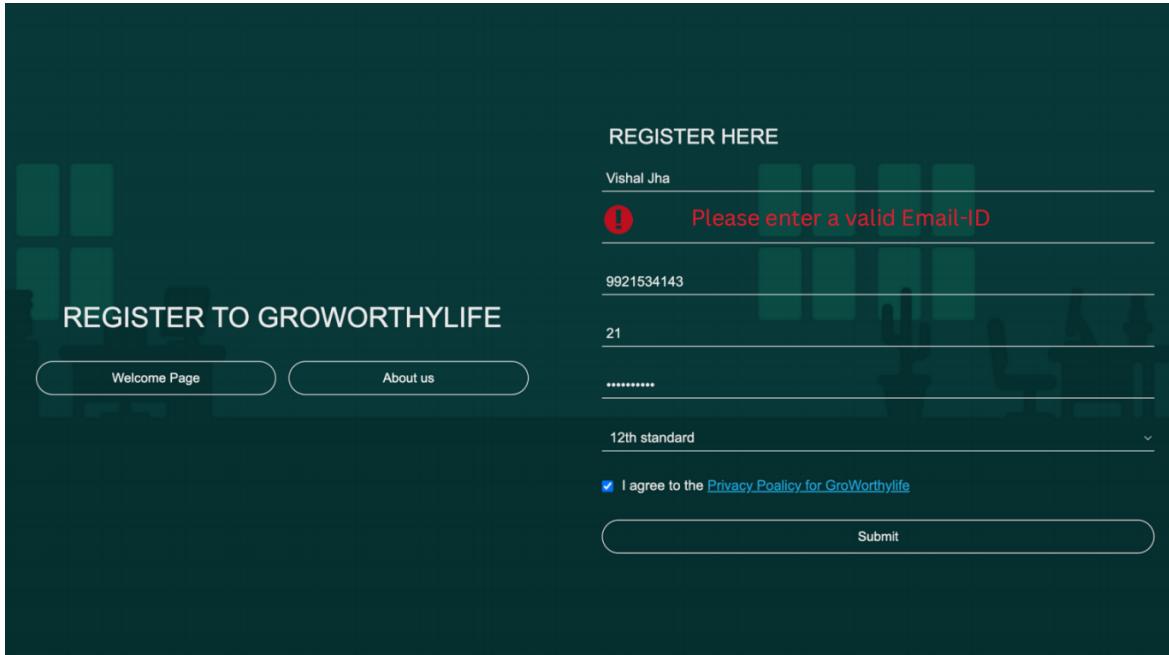
I agree to the [Privacy Policy for GroWorthylife](#)

Submit

Report :1**Project:** groworthylife**Module:** registration Form**Functional Specification:** registration for user**Test Date :** 21/04/2022**Test Objective:** To Validate the registration form

TEST CASE NO	EVENT	INPUT DATA	EXPECTED OUTPUT	ACTUAL OUTPUT	RESULT
1	Enter the “Username”	Username=""	Should display warning message	Display warning Message ”username cannot be empty”	Success
2	Enter the ” Email Address”	Email Address=""	Should display warning message	Display warning Message ”Email cannot be empty”	Success
3	Enter the ” Type Of User”	Type Of User=""	Should display warning message	Display warning Message ”Please select type of	Success
4	Enter the ” Date of Birth”	Date Of Birth=""	Should display “age should be 16 and Above”	Display warning Message ” age should be 16 and Above”	Success
5	Enter the ”Password”	Password=""	Should display warning message	Display warning Message ” Password cannot be empty”	Success
6	Enter the “Confirm Password”	Confirm Password=""	Should display warning message	Display warning Message ” Password cannot be empty”	Success

REGISTRATION FORM



The image shows a registration form for 'GROWORTHYLIFE'. The background features a dark teal gradient with faint white silhouettes of people. At the top left, there's a logo consisting of four overlapping rounded rectangles in shades of teal and green.

REGISTER TO GROWORTHYLIFE

Below the header are two buttons: 'Welcome Page' and 'About us'.

REGISTER HERE

Input fields and validation messages:

- Name: Vishal Jha (Email validation error: Please enter a valid Email-ID)
- Mobile Number: 9921534143
- Date of Birth: 21
- Gender: (Field is empty)
- Standard: 12th standard

A checkbox is checked, indicating agreement to the [Privacy Policy for GroWorthylife](#).

Submit

Report :2

Project : groworthylife

Module : Registration form

Functional Specification : Registration for user

Test Date : 25/04/2022

Test Objective : To Validate the registration form

T E S T C A S E N O	E V E N T	I N P U T D A T A	E X P E C T E D O U T P U T	A C T U A L O U T P U T	R E S U L T
1	Enter the “Email_Id”	Email_Id=” ”	Should display warning message	Display warning Message “Please enter a valid Email-Id”	Success
2	Enter the “Password”	Password= “”	Should display warning message	Display warning Message “Please enter a valid password”	Success

SYSTEM

INTEGRATION

TEST REPORT

System integration means that all components of the system are integrated and tested as a single unit.

Integration testing is at testing of the interface. It can be divided into 2 types, namely

- Component or subsystem integration
- Final integration testing or system integration

The main aim is that optimisation of integrating components and testing this approach is also called big bang integration. It reduces testing efforts and removes the duplication in testing.

System integration using the big bang approach is well suited in the product development scenario where the majority of the components are already available and stable and very few components are added or modified.

WELCOME PAGE

When the user enters the site, he is greeted with a welcome page

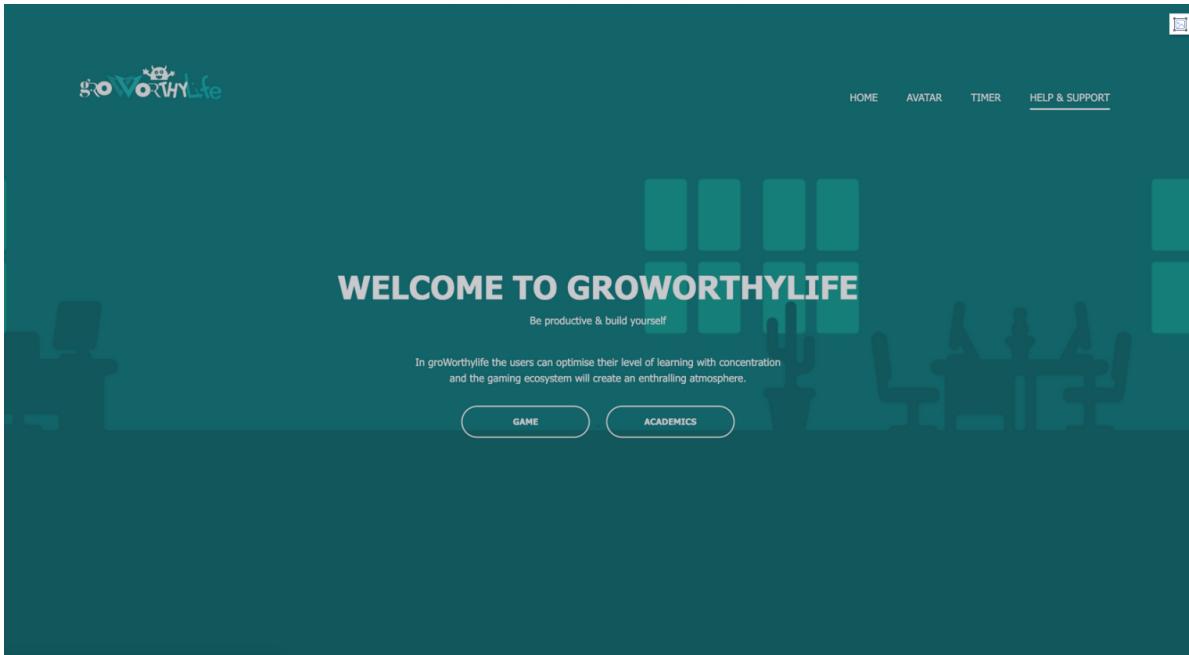


SIGNUP PAGE

The User Creates a New Account by filling Up registration form

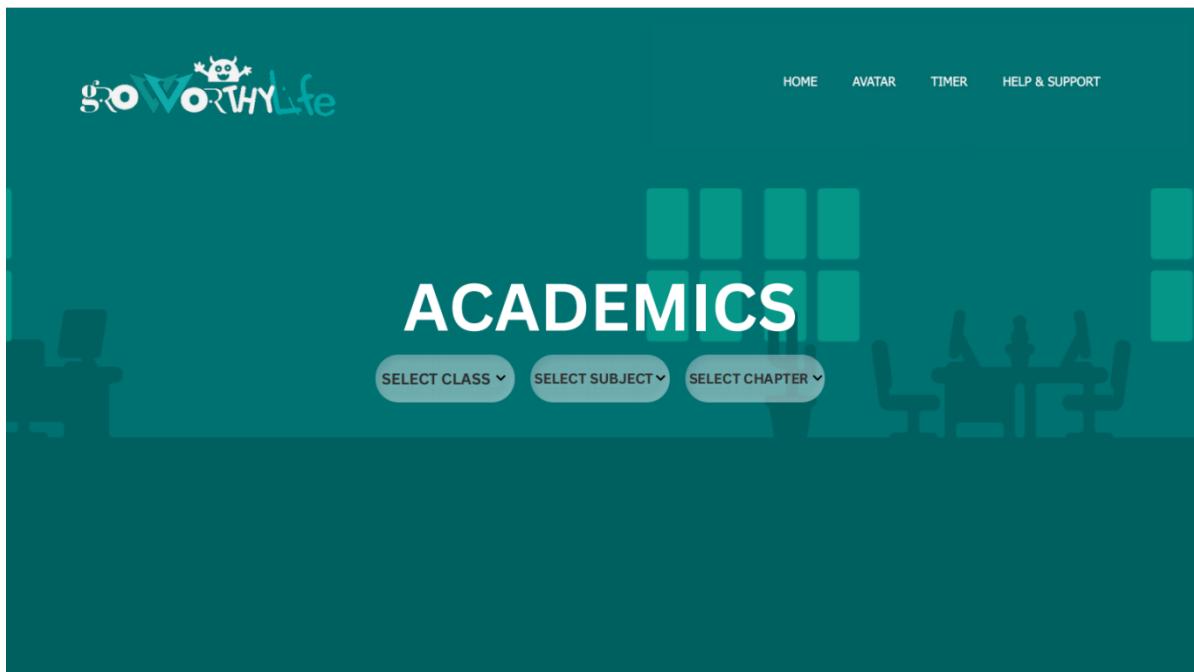
A screenshot of the GroworthyLife registration page. The background is dark teal with a faint silhouette of a person at a desk. At the top right is the text 'REGISTER HERE'. Below it are five input fields: 'Full name', 'Email', 'Phone number', 'Age', and 'Password'. To the right of the 'Age' field is a dropdown menu set to 'Standard'. Below the input fields is a checkbox labeled 'I agree to the Privacy Poalicy for GroWorthylife'. At the bottom is a 'Submit' button. Navigation links 'Welcome Page' and 'About us' are at the bottom left. The page is framed by a thick black border.

The homepage contains options to choose either games or academics



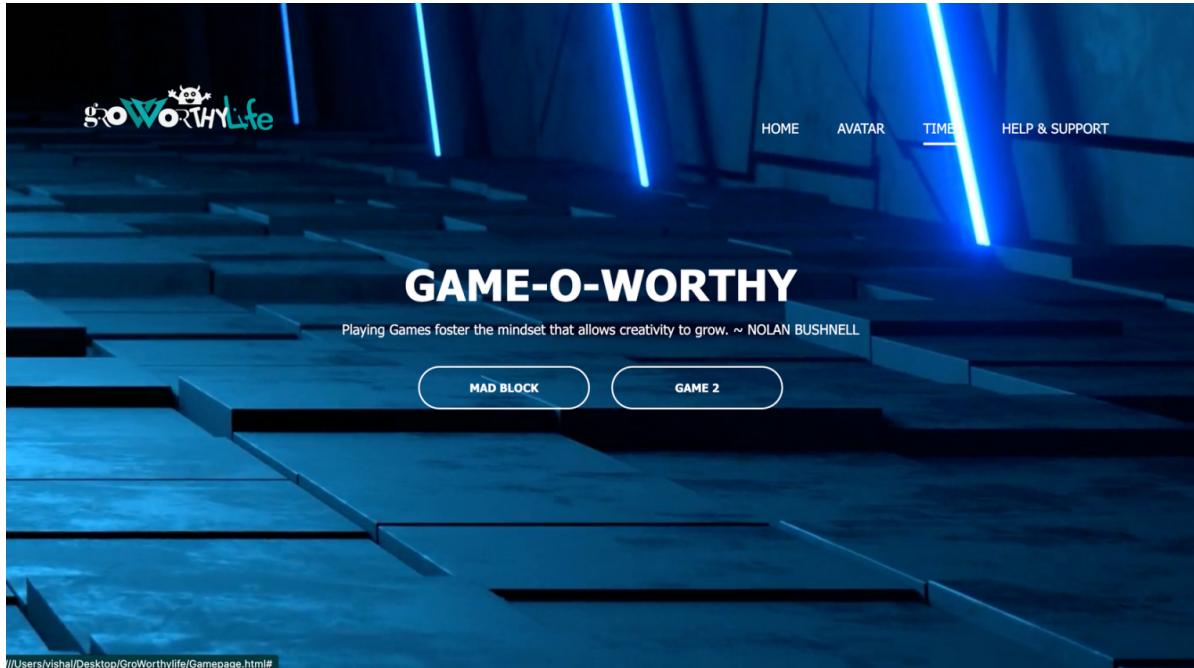
ACADEMICS

The academics page contains the class, subject and chapter the user wants the notes of.



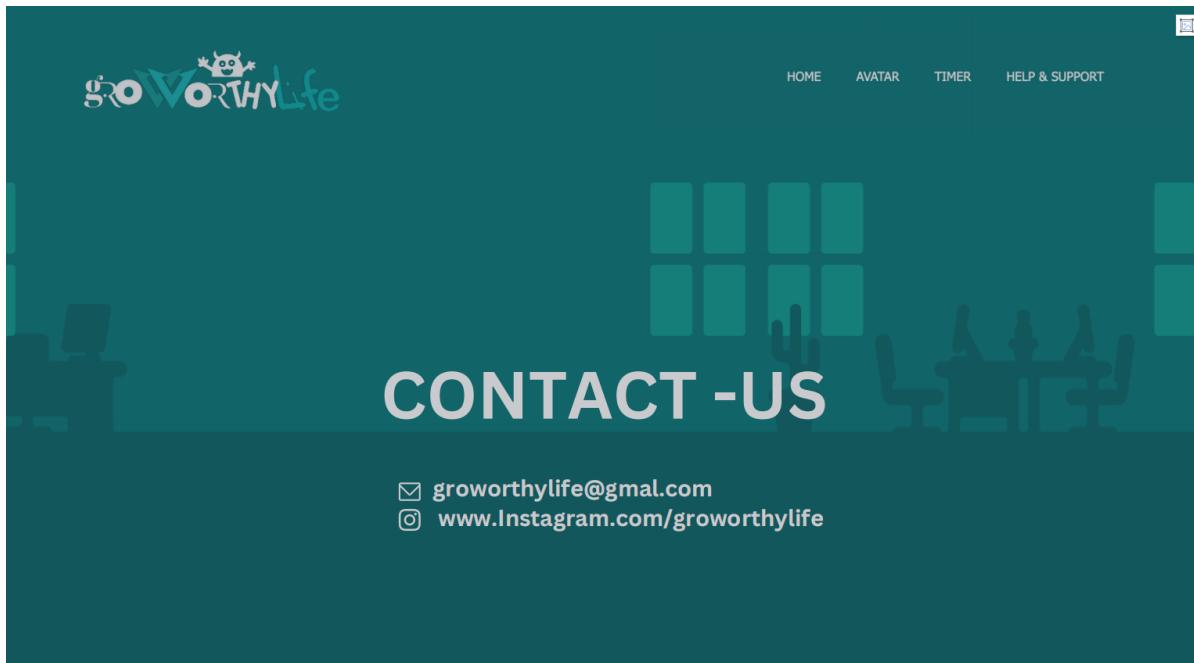
GAME

The game page consists of a list of games the user can play.



HELP AND SUPPORT

Users can reach us by our email or Instagram page.



USER MANUAL

The user manual is essential information for the user to make full use of the information system. A manual includes a description of the system functions and capabilities contingencies and alternate mode of operations. And step by step procedures for system access and use, the manual format may be alternate format is more suitable for the project.

WELCOME PAGE

The user is greeted with a welcome page, and must click lets explore to proceed



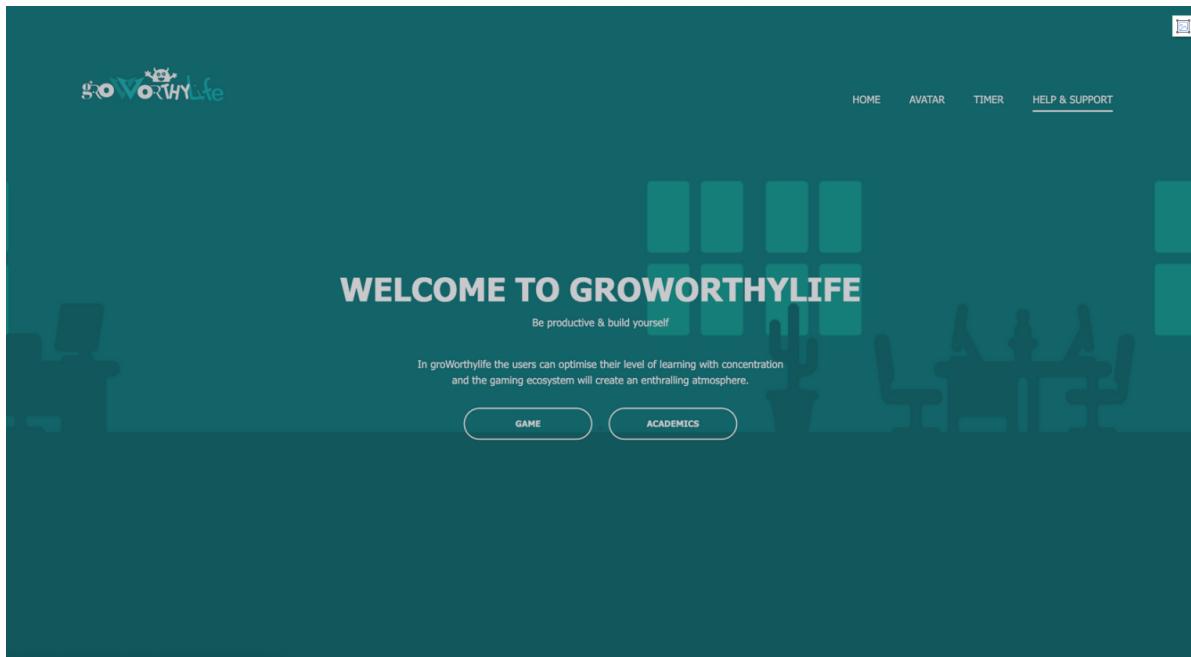
Registration

User must register by filling the field provided on the signup page like full name, email, phone number, age, password and standard and must agree to groworthylife's privacy policy.

A screenshot of the Groworthylife registration page. The background is dark teal with a faint silhouette of a person sitting at a desk. At the top right is the text 'REGISTER HERE'. Below it are five input fields: 'Full name', 'Email', 'Phone number', 'Age', and 'Password'. To the right of the 'Age' field is a dropdown menu. Below these fields is a checkbox labeled 'I agree to the Privacy Policy for GroWorthylife'. At the bottom is a 'Submit' button.

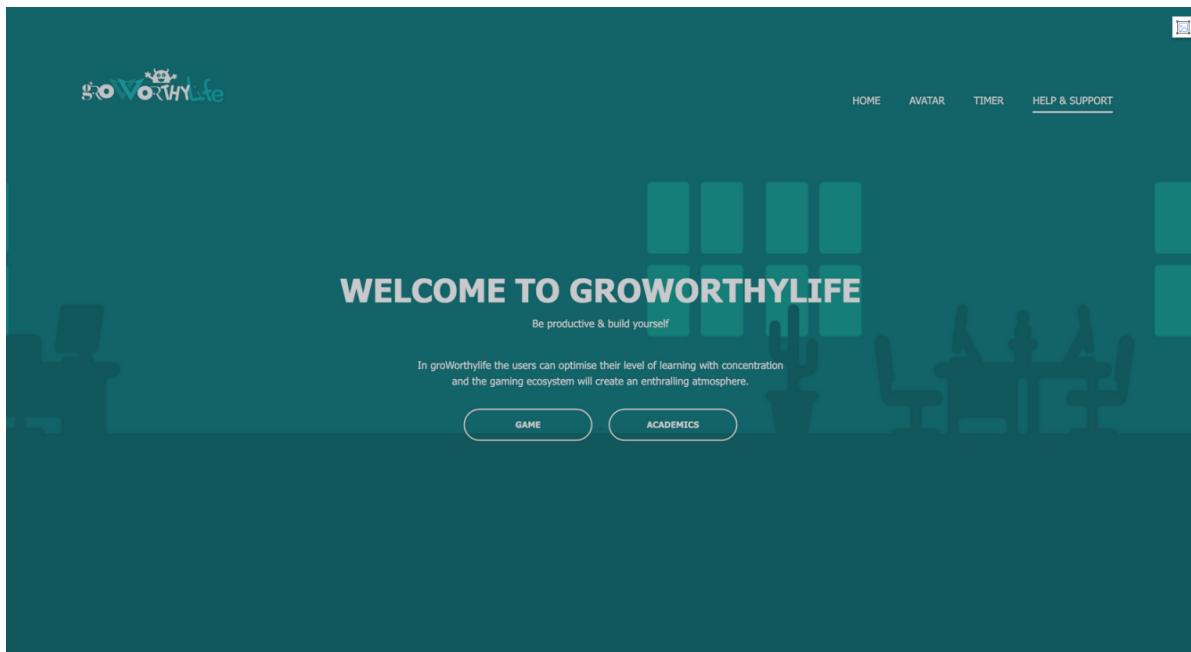
Homepage

After the sign in or sign up process user is landed on the Homepage.



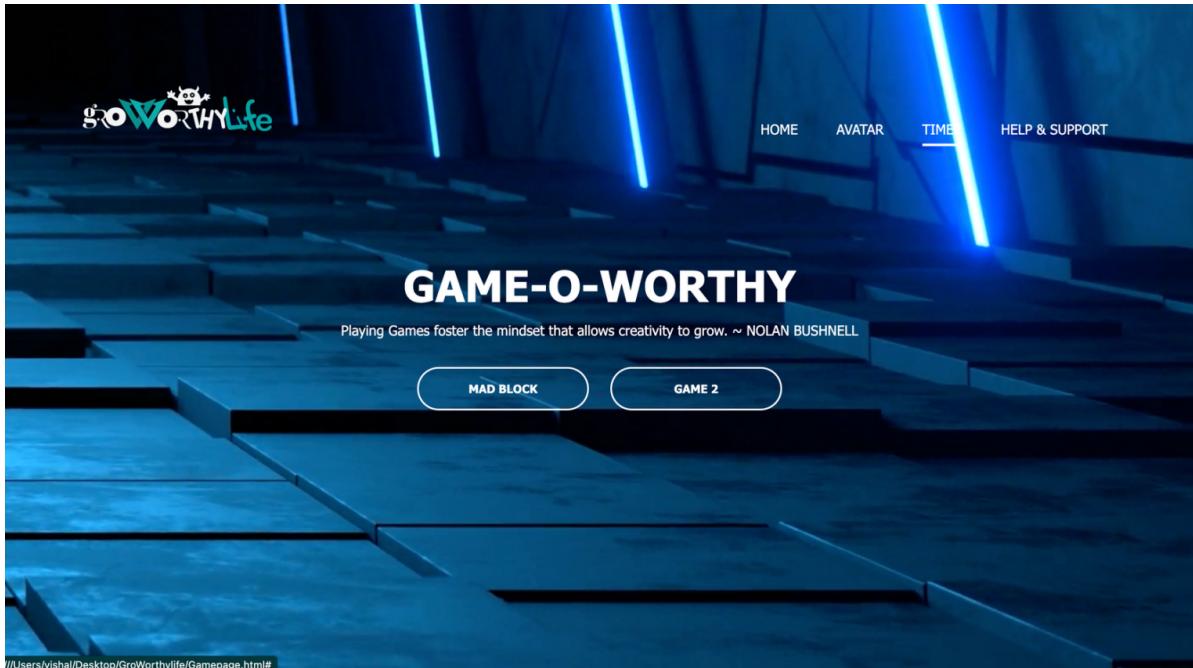
Homepage

The user then lands on the homepage where he can choose from either GAME or ACADEMICS.



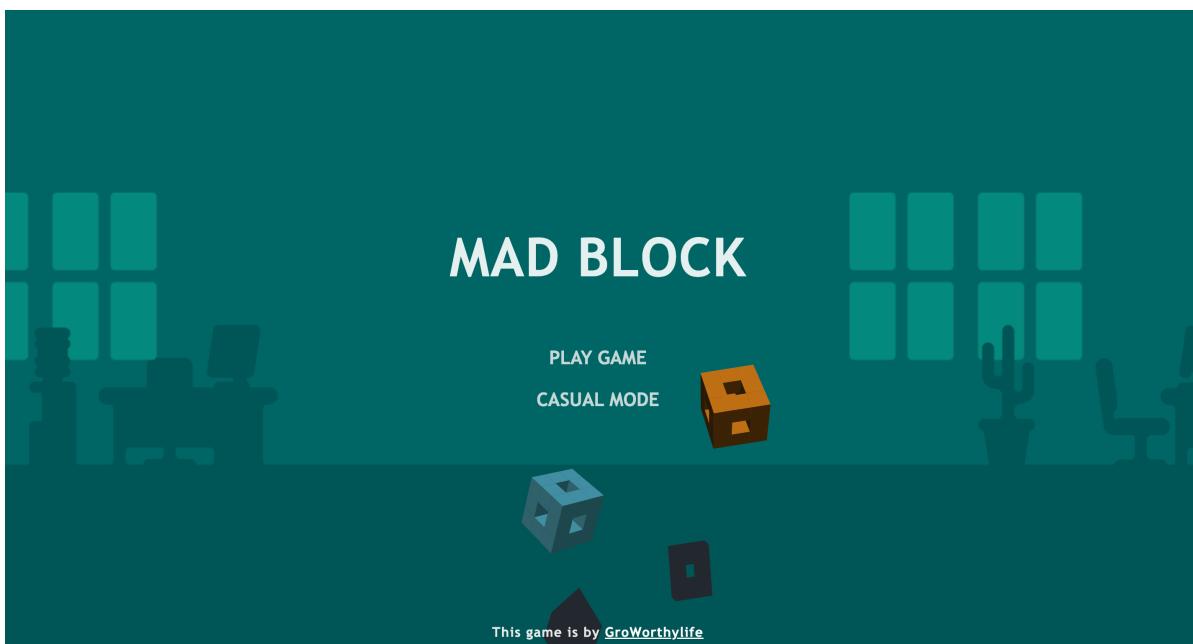
GAME

When the user clicks on the GAME option, he gets to chose from a multitude of games.



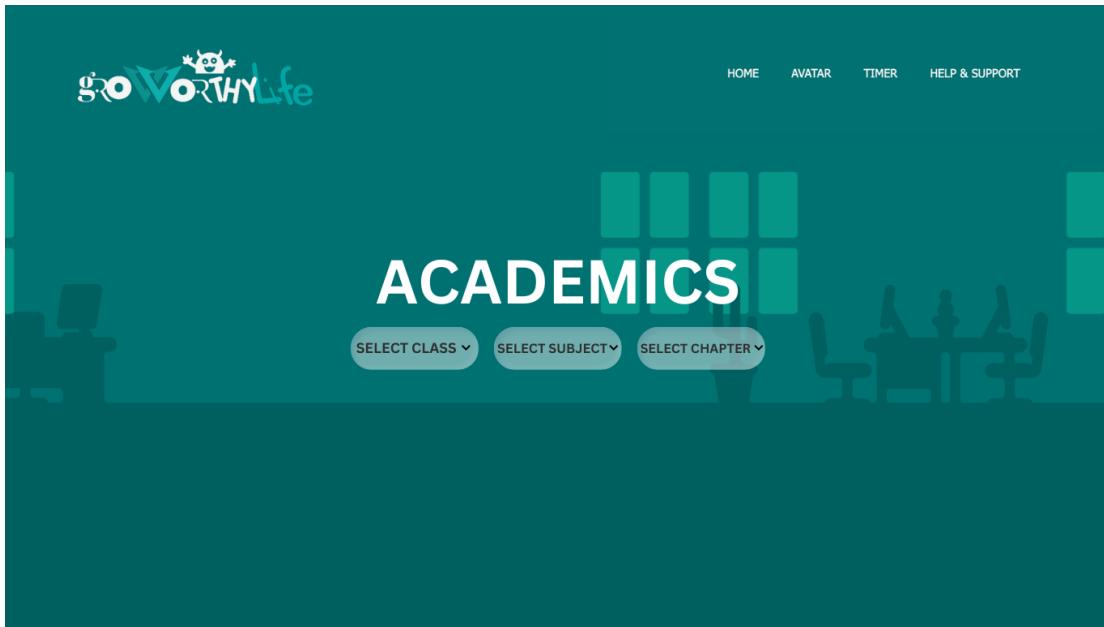
MAD BLOCK

By clicking on Mad block , user will be redirected to MAD BLOCK game.



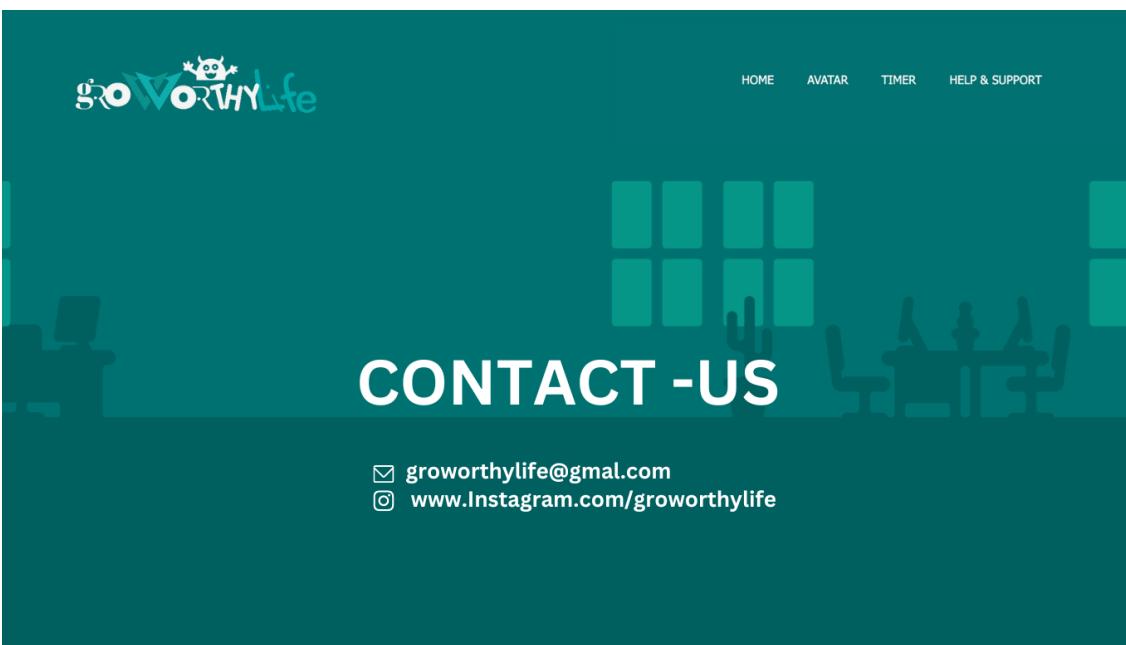
ACADEMICS

When user will click on Academics option, he/she will be redirected to the Academics page to choose Class, Subject & Chapter to access the notes.



CONTACT-SUPPORT

By clicking on help & Support option the user will be redirected to the contact us page to mail or message on Instagram.



FUTURE

ENHANCEMENTS

- Work on adding multiple games
- Work on expanding to further courses
- Work on giving multiple options for Avatar's.
- Upgrading Aesthetics of website.
- Work on making it more user friendly.
- Provide feedback option in help & support section.
- Create an admin page so teachers can submit their own notes, MCQs and Question banks.

APPENDICES

WELCOME PAGE

The user is greeted with a welcome page, and must click lets explore to proceed



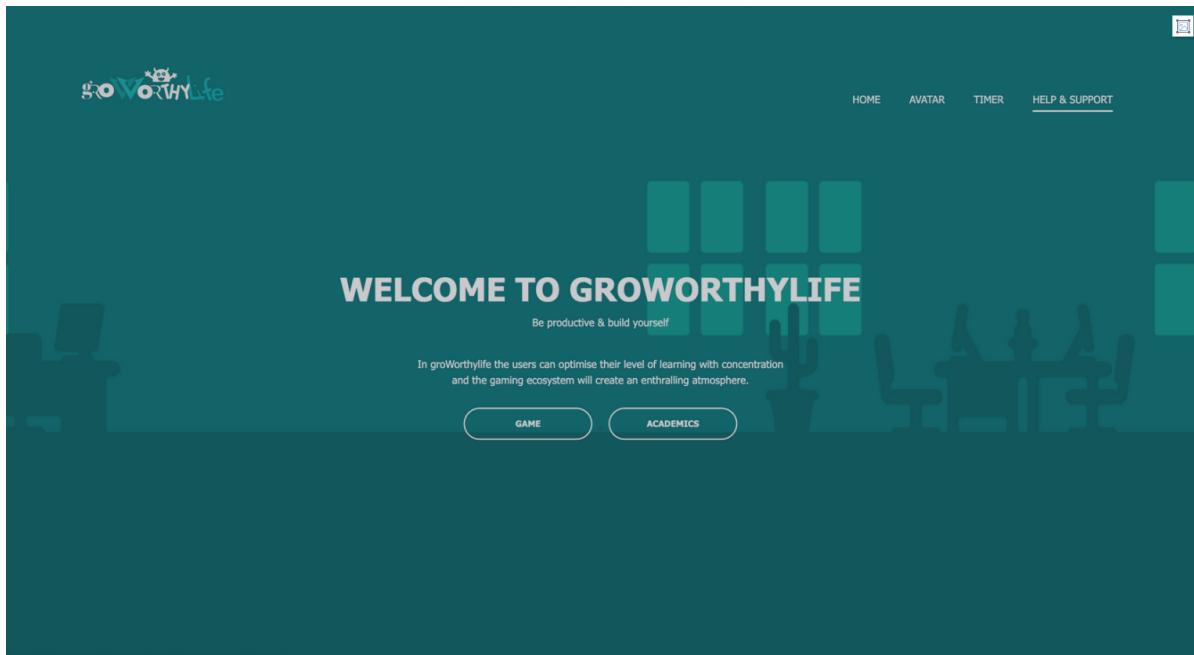
User registration

User must register by filling the field provided on the signup page like full name, email, phone number, age, password and standard and must agree to groworthylife's privacy policy.

A screenshot of the registration page. The background features a teal gradient with a faint silhouette of a person at a desk. On the left, there's a 'REGISTER TO GROWORTHYLIFE' button. At the top right is a 'REGISTER HERE' button. Below it are input fields for 'Full name', 'Email', 'Phone number', 'Age', and 'Password'. There's also a dropdown menu for 'Standard' and a checkbox for 'I agree to the Privacy Policy for GroWorthylife'. A 'Submit' button is at the bottom right.

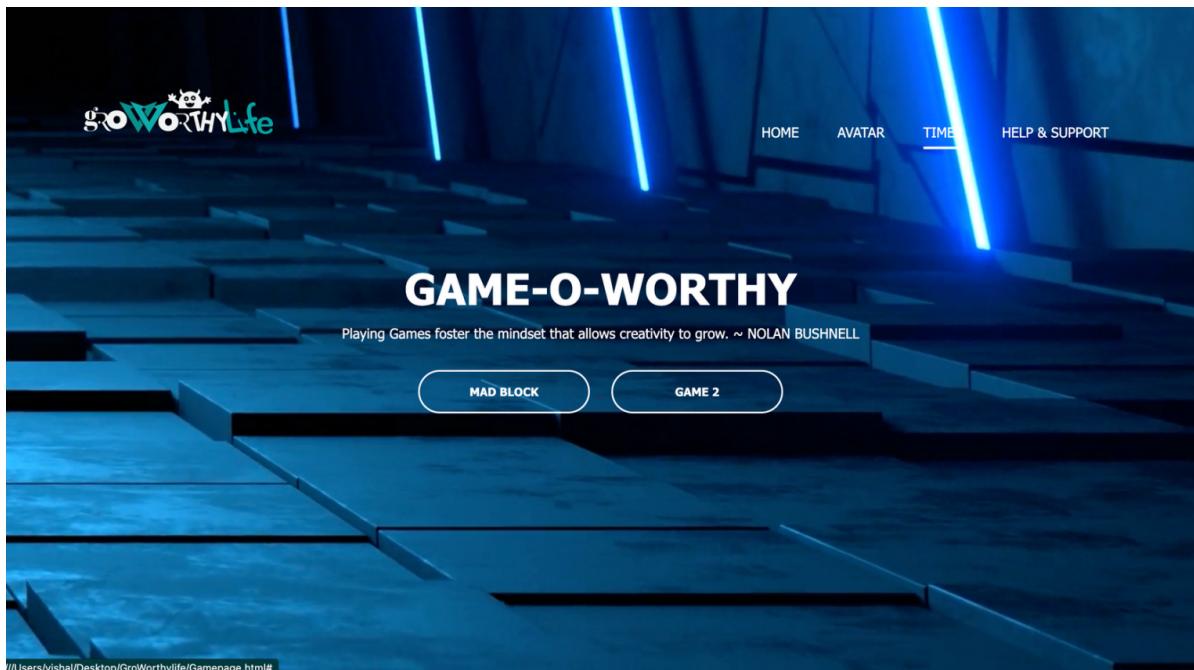
Homepage

After the sign in or sign up process user is landed on the Homepage.



GAME

When the user clicks on the GAME option, he gets to chose from a multitude of games.



BIBLIOGRAPHY

Sites to refer:

- www.youtube.com
- www.tutorialspoint.com
- www.stackoverflow.com
- <https://www.w3schools.com/>
- <https://www.learn-php.org/>
- <https://www.udemy.com/>

GANTT CHART

Task Name	Start Date	End Date	Duration
“groWorthyLife : Be productive and build yourself”	12/07/2022	06/03/2023	203
ANALYSIS	14/07/2022	11/08/2022	28
SCOPE OF THE PROJECT	14/07/2022	26/07/2022	13
SOFTWARE REQUIREMENT SPECIFICATIONS	14/07/2022	03/08/2022	20
FEASIBILITY STUDY	19/07/2022	06/08/2022	18
ANALYSIS COMPLETE	27/07/2022	10/08/2022	14
DESIGN	17/08/2022	23/09/2022	37
ERD	18/08/2022	10/09/2022	23
ACTIVITY DIAGRAM	18/08/2022	10/09/2022	23
CLASS DIAGRAM	21/08/2022	10/09/2022	20
COMPLETE DESIGN	21/08/2022	12/09/2022	22
IMPLEMENTATION	09/10/2022	17/12/2022	69
USER INTERFACE	10/10/2022	07/12/2022	58
CODING	07/10/2022	18/12/2022	72
DATABASE	18/10/2022	22/11/2022	65
TESTING	16/01/2023	06/03/2023	49
UNIT TESTING	14/01/2023	04/02/2023	21
VALIDATION TESTING	08/02/2023	28/02/2023	48
INTEGRATION TESTING	06/02/2023	05/03/2023	27

GANTT CHART

GROWWORTHYLIFE

TASK	DAYS	J U L	A U G	S E P	O C T	N O V	D E C	J A N	F E B	M A R
GROWWORTHYLIFE	203									
ANALYSIS	28				12/07/2022 - 06/03/2023					
DESIGN	37			14/07/2022 - 11/08/2022						
IMPLEMENTATION	69			17/08/2022 - 23/09/2022						
TESTING	49			09/10/2022 - 17/12/2022						
									16/01/2023 - 06/03/2023	